

Fedor Jutte
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Education
BSc in Computer Science from TU Delft.

Skills
Gameplay programming, UI programming, tool programming, networking, security. Secondary skills in game design.

Spoken Languages
Fluent in Dutch (mother tongue) and English.

Programming languages/tools
Expert user of: C#, Unity3D, AS3, Haxe
Familiar with: Python, NodeJS (Javascript), Java

Experience
Full-time professional game developer since half 2011. I have worked in teams as small as 2, up to teams of 15 people. I have a lot of experience working remotely.

--MY BIGGER PROJECTS--



Alpha Bear
Links: <https://play.google.com/store/apps/details?id=com.spryfox.alphabear&hl=en> & <https://itunes.apple.com/us/app/alphabear-word-puzzle-game/id930003798?mt=8>
Videos: <https://www.youtube.com/watch?v=xtqd9AvUrmU>
My involvement: core programmer.
Remarks: Unity3D/C#



Road Not Taken
Links: <http://store.steampowered.com/app/293740/> & <http://www.playstation.com/en-us/games/road-not-taken-ps4/>
Videos: <https://www.youtube.com/watch?v=VNV78nLV5Q> & <http://www.youtube.com/watch?v=Iqz16Khp61I>
My involvement: core programmer
Remarks: developed in AS3. Python scripts.



Triple Town
Links: <http://store.steampowered.com/app/209950/> & <https://apps.facebook.com/tripletown/> & <https://itunes.apple.com/us/app/triple-town/id490532168?mt=8>
Videos: <https://www.youtube.com/watch?v=y60d7xuw6Y>
My involvement: core programmer. Both client and server sides.
Remarks: Scalable backend on amazon ec2, big data. Developed in AS3 and Unity3D/C#. Python scripts.



Highgrounds:
Links: <http://www.highgroundsgame.com/>, <http://heartshapedgames.com/press/sheet.php?p=Highgrounds>
My involvement: tools programmer. Security, compilation tools, networking, QA tools.
Remarks: Developed in AS3 and C#. Python scripts.



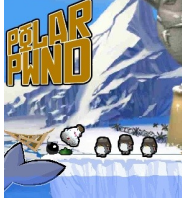
Polar PWND 2

Links: <http://www.kongregate.com/games/Orbitgametech/polar-pwnd-2> & <http://itunes.apple.com/nl/app/polar-pwnd-hd/id473509091?mt=8>

Videos: <http://www.youtube.com/watch?v=-RpGIhD7-pk>

My involvement: only programmer, game designer

Remarks: Polar PWND 2 and Polar PWND combined have been played over 8.5 million times. Developed in AS3.



Polar PWND

Links: <http://www.gameboltz.com/game/278/polar-pwnd>

Videos: <http://www.youtube.com/watch?v=J4i6LKVJSBc>

My involvement: only programmer, game designer

Remarks: Developed in AS3.

--MY SMALLER PROJECTS--



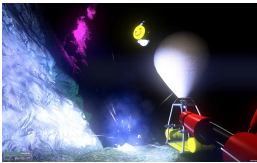
Kumiho

Links: <http://www.ludumdare.com/compo/ludum-dare-23/?action=preview&uid=13139>

Videos: <https://www.youtube.com/watch?v=KQU0t0RPbOM>

My involvement: only programmer, game designer

Remarks: 72 hour game jam, developed in Unity3D/C#



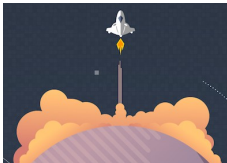
After Dark

Links: <https://s3.amazonaws.com/after-dark/AfterDark.html> &

<https://imgur.com/a/CB69B>

My involvement: core programmer, game designer

Remarks: 48 hour game jam, developed in Unity3D/C#



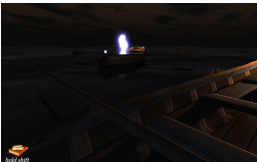
Connector

Links: <http://www.ludumdare.com/compo/ludum-dare-30/?action=preview&uid=23493>

Videos: <https://www.youtube.com/watch?v=7c2oDUkfSSs>

My involvement: core programmer, game designer

Remarks: 72 hour game jam, developed in Unity3D/C#



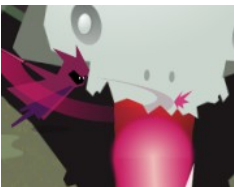
Obolos

Links: <http://ludumdare.com/compo/ludum-dare-29/?action=preview&uid=23493>

Videos: https://www.youtube.com/watch?v=7j6BwyZ7Y_w

My involvement: core programmer, game designer

Remarks: 72 hour game jam, developed in Unity3D/C#

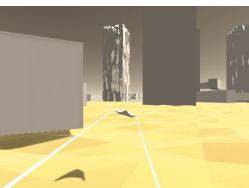


Juoi

Links: <http://ludumdare.com/compo/ludum-dare-31/?action=preview&uid=23493>

My involvement: core programmer, game designer

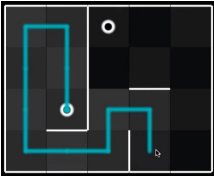
Remarks: 72 hour game jam, developed in Unity3D/C#



Velo-City

Links: <http://ludumdare.com/compo/ludum-dare-32/?action=preview&uid=23493>

Remarks: 72 hour game jam, developed in Unity3D/C#



The Line!

Links: <http://www.botogames.com/jam/>

Videos: <http://www.youtube.com/watch?v=3mgA2-LawT0>

My involvement: core programmer, game designer

Remarks: 24 hour game jam. Developed in Unity/C#, using their discontinued Flash export.



Unfurl

Links: <http://botogames.com/unfurl/>

Videos: <https://www.youtube.com/watch?v=0-hIlgTFctE>

My involvement: core programmer

Remarks: 72 hour game jam. Developed in Haxe.



The Rise and Fall of Professor Moriarty

Links: <http://www.ludumdare.com/compo/ludum-dare-25/?action=preview&uid=19592>

My involvement: core programmer

Remarks: 72 hour game jam. Developed in Haxe.



Bar Room Brawler

Links: <http://www.barroombrawler.com/>

Videos: https://www.youtube.com/watch?v=_iLzkYf8K3M

My involvement: core programmer, game designer

Remarks: 30 hour game jam. Developed in Unity3D/C#.



Palette

Links: <http://www.ludumdare.com/compo/ludum-dare-27/comment-page-1/?action=preview&uid=11187>

My involvement: solo project

Remarks: 24 hour game. Developed in Haxe.



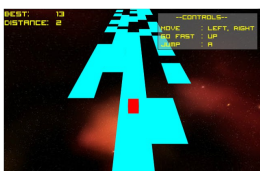
Dare Jumping

Links: http://www.freearcade.com/DareJumping_flash/DareJumping.html

Videos: <http://www.youtube.com/watch?v=ZIkWeSI1Cyg>

My involvement: core programmer, game designer

Remarks: 24 hour game. Developed in AS3.



3D Runner Arcade

Links: <http://www.mochimedia.com/games/play/3d-runner-arcade>

My involvement: solo project

Remarks: 24 hour game. Developed in Haxe.